Subject: FDS with brenbot runs good, but no damage.
Posted by Dave Anderson on Tue, 28 Dec 2004 06:20:29 GMT
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My FDS with the brenbot runs perfect. The brenbot does all the commands and stuff. But it wont let any building or player be damaged by a player. Is this a bug? And also when i start the server under my nick liveeyex4, i then log in under deadfive and join the my server. It says that my login deadfive is not running renguard. Is that because my nick liveeyex4 is already using it? Any way someone please help me with these two problems.

Subject: FDS with brenbot runs good, but no damage.
Posted by Cat998 on Tue, 28 Dec 2004 12:12:58 GMT
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Looks like the zero-bug

This bug should be fixed in the new Corepatch-version:

http://www.renegadeforums.com/viewtopic.php?t=12994&highlight=ssaow+1+2

Subject: FDS with brenbot runs good, but no damage.
Posted by zunnie on Tue, 28 Dec 2004 18:57:15 GMT
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Cat998Looks like the zero-bug

This bug should be fixed in the new Corepatch-version:

http://www.renegadeforums.com/viewtopic.php?t=12994&highlight=ssaow+1+2

Also before you install this check you Server/data folder and delete both objects.ddb and bjects.ddb

Then you can install 1.2